NTH-AQWE-SA

NINTENDO DS™

PUZZLE QUEST
CHALLENGE OF THE WARLORDS

INSTRUCTION BOOKLET

D3PUBLISHER

GETTING STARTED

1. Press the Power Button to turn the power OFF on your Nintendo DS™ system. Never insert or remove a Game Card when the power is on.

2. Insert the Puzzle Quest: Challenge of the Warlords Game Card into the Game Card slot of your Nintendo DS™ system. To lock the Game Card in place, press firmly until the Game Card is locked.

3. Press the Power Button to turn the power ON. The Health and Safety Warning Screen will appear. Read this message and touch the Touch Screen with the stylus to continue.

4. Touch the upper menu banner to begin the game.

If Auto Start mode is enabled, this screen may not appear. For information on how to enable or disable Auto Start, please read the Nintendo DS™ Instruction Manual.

STARTING UP

Nintendo DS™
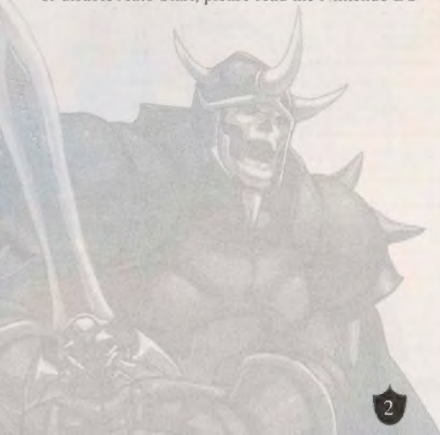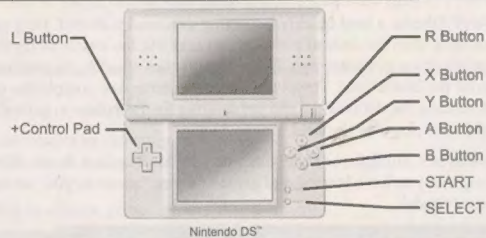
Menu Controls	
Touch Screen	Make and confirm selections
+Control Pad	Make selections (This feature does not work on sub-menus)
A Button	Confirm selection (This feature does not work on sub-menus)
In-game Controls (World Map)	
Touch Screen	Choose destinations / Open menus / Confirm choices
+Control Pad	Pan across the World Map
X Button	Centers the camera on the character
START	Quit Menu
L Button	Swap upper and lower screens
R Button	Swap upper and lower screens

While on the World Map, the Touch Screen can be used to move the camera by touching an empty space and dragging the stylus.

In-game Controls (Battle Grid)	
Touch Screen	Make selections
START	Quit Battle Menu
L Button	Swap upper and lower screens
R Button	Swap upper and lower screens

PUZZLE QUEST: CHALLENGE OF THE WARLORDS

Enter the world of Etheria, a land quickly becoming swarmed with evil. Help protect the kingdom of Bartonia from the undead invasion and seek out the source of these vile creatures to ensure the safety of your countrymen. Battle the enemies standing in your way by defeating them on the Battle Grid. Travel the world gathering and completing quests, helping the helpless, defending the defenseless and befriending the friendless to gather strength against the evil forces plaguing the land.

Battle your friends in a Multiplayer game that pits your hero against theirs, allowing you to use everything that you have learned and gained on your quests to your advantage when challenging your friends!

MAIN MENU

SINGLE PLAYER

Choosing the Single Player option takes you to the Character Selection Screen. If you have not yet created a character in a save slot, there will be an option to the left of that save slot to take you to the character creation menu. If you already have a character created, you can choose to continue with this character or to delete the character. By choosing to continue with a character, you can then choose to begin or continue the character's quest, begin an Instant Action Battle, begin a Choose Opponent Battle, Shop for items for your hero, or go back to the Main Menu.

MULTIPLAYER

Here you can setup or join a multiplayer game to battle your hero against a friend's.

SETTINGS

This option allows you to change volume settings and to turn off or activate tutorials.

CREDITS

You can view the credits by selecting this option.

QUIT

Select this option to exit the game.

STARTING THE GAME

To begin a new game, choose Single Player from the Main Menu. This brings you into the Character Selection screen. If there is an empty save slot, there will be a New button next to it. Choosing the New button takes you to the character creation screen where you can select from the 4 available professions in the game: Druid, Knight, Warrior and Wizard. Select your profession by using the Touch Screen.

Once you have chosen your desired profession, use the Touch Screen to scroll through the available portraits for that profession. This will also set your hero's gender. After selecting your portrait, name your character by selecting Change with the Touch Screen. Once on the Character Naming Screen, name your hero by using the Touch Screen to select the appropriate letters. Choose Okay to confirm your hero's new name and return you to the Character Creation Screen.

Once everything is set the way that you like it, choose Okay to finish creating your hero.

THE WORLD MAP

The world of Etheria is filled with many cities, ruins and monsters. To begin, much of the world map is unavailable until you unlock missions that will take you to new areas of the map. Your home city is Bartonia where you have access to your Citadel, the ability to get quests, access the local tavern for rumors, visit the shop to outfit your hero with some new equipment, and access your hero inventory.

Touch an empty area of the world map on the Touch Screen and drag to move the camera. To move around the map, touch a location on the Touch Screen such as a city or some ruins to move there, but watch out for enemies that may be along the roadways!

The upper screen displays your character information. This shows you your character portrait, your profession, level, how much experience you have, how much experience you need to reach the next level and how much gold you have.

The box below the character information on the upper screen is your Quest Log. Here you'll find a list of all your active quests, the percentage of completeness for each quest, as well as the current date in game time. To access your Quest Log, press the L Button or R Button and use the and use the Touch Screen to select the icon to the left of the quest you want to view. Here you can choose to abandon a quest you are currently on by selecting Abandon with the Touch Screen. When you are done, select Done to return to the World Map.

To perform actions, visit stores, and access the Hero Inventory while on the World Map, touch your character on the Touch Screen and choose the desired option from the list that appears.

GETTING QUESTS

To get quests, look for the floating exclamation point (!) over a location. A red exclamation point means that there is a Main Quest available at that location. A large green exclamation point means that there is a Side Quest available at that location. A small green exclamation point means that there is a quest available that can be done multiple times. A gray exclamation point shows that there is a quest available, but you are not yet at the required level to take it.

An area where there are quest-related tasks to be performed will have green sparkles. This will help you find out where you need to go in order to complete a quest that you have taken. When you get to the sparkling area, use the Touch Screen to bring up the action menu and select the appropriate action to advance the quest.

THE BATTLE GRID

The Battle Grid is the main part of the game and where all of your enemy encounters take place. The Battle Grid is an 8 x 8 grid that holds Blue, Green, Red and Yellow Mana Gems, Skulls, +5 Skulls, Stars, Gold Coins and Wild Cards. The battle takes place by connecting groups of 3, 4 or 5 of these items in order to gain specific effects from them. Connecting Mana Gems will give your character mana of the matched color, Skulls and +5 Skulls connect to do direct damage to your opponent, connecting Stars gives your hero experience points used towards gaining new levels, Gold Coins add money to your hero's gold reserves and Wild Cards connect with Mana Gems in order to complete a 3, 4 or 5 of a kind. Each Wild

Card has a multiplier that affects the amount of mana received from the Mana Gems that it is matched with.

When any items on the Battle Grid are matched up in a 3, 4 or 5 of a kind, they disappear from the grid and all of the gems above them fall down to replace the empty areas they left in the grid. If there are no moves left on the Battle Grid, this causes a Mana Drain which drains both battle participants of all their mana clears the Battle Grid and drops all new items onto the board. Completing a 4 or 5 of a kind gives you an extra turn. 5 of a kinds also create a Wild Card on the board along with the extra turn.

The player with the highest Cunning skill goes first. This can be a big advantage since whoever goes first has the first opportunity to connect items on the board and to seek out any 4 or 5 of a kinds that may be available on the Battle Grid. Everything that you connect on the Battle Grid is affected by the hero's current levels in all of their skills. For more information on how skills affect your battles, see Leveling Up on page 10.

On the top screen is your Hero Info. It shows your hero portrait, equipment, resistances, and mana reserves. It also shows any Status Effects that are currently afflicting your hero. Status Effects can be good or bad. The top screen also shows all of the same information for your opponent. To the left of the Battle Grid on the Touch Screen is a list of the spells that you have equipped. This can be swapped to show your opponents equipped spells by touching the button below the spell list. It is a good idea to check out the spells, equipment and hero info for your opponent at the first available opportunity in a battle.

When connecting items on the Battle Grid leads to a cascading effect of 5 or more combinations being matched up, this is called a Heroic Effort. This grants your hero additional experience in addition to all of the mana, gold or anything else that might connect during the cascade.

You can use the Help Button on the Touch Screen to allow you to touch the spells, equipment and character portrait to bring up Tool Tips about what they do or to show current stats for the players in battle.

INSTANT ACTION

Instant Action takes your currently selected character and puts them into a battle with a random opponent that is within the hero's level range. Instant Action is the best place to practice battling opponents and to gain some experience and some gold since all of the stars and gold coins that you connect during the battles increase your permanent reserves. This is also the quickest way to get into a battle with an opponent.

CHOOSE OPPONENT
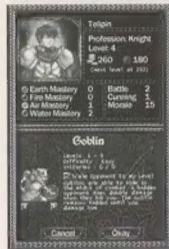
Choose Opponent is just like Instant Action except that you get to choose the opponent that you want to fight against, but be careful, some of the enemies that you can fight might be way out of your hero's league, so you may not want to hop right into battle against some of the more powerful opponents. On the flip side, some enemies will be lower than your hero's skills, and if you want more of a challenge from them, you can scale their level to closer match yours. To do this, make sure the box next to Scale Opponent to my Level is checked using the Touch Screen while on the Choose Opponent screen. The best way is to fight enemies that are in your hero's level range. The Choose Opponent menu tells you the general odds when fighting a particular enemy by mentioning if you'll walk all over them or if they just might be impossible to beat at your current level. Of course, just because someone else tells you it's impossible doesn't mean you have to believe them.
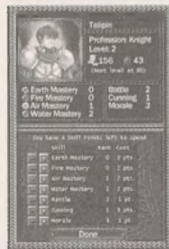
Once your hero has gained enough experience, you are able to utilize the Level Up Menu in order to distribute your skill points into the 7 skill categories available. The available skill categories are Air Mastery, Earth Mastery, Fire Mastery, Water Mastery, Battle, Cunning and Morale.

Placing skill points into Air Mastery will result in additional yellow mana gained from connecting yellow gems, an increased chance of gaining an extra turn when connecting yellow gems, an increased chance of generating a Wild Card when connecting yellow gems and free yellow mana at the start of every battle. Earth Mastery does the same but with green mana, Fire Mastery with red mana and Water Mastery with blue mana.

Battle increases the amount of damage that you do when connecting skulls, increases the chance of gaining an extra turn when connecting skulls and an increased chance of generating a Wild Card when connecting skulls.

Cunning increases the effect of Wild Cards on other Mana Gems, increases the experience and gold gained from defeated enemies, increases the chances of gaining an extra turn when connecting Gold Coins and increases the chances of generating a Wild Card when connecting Gold Coins.

Morale increases your hero's base number of life points, increases the chance of gaining an extra turn when connecting stars, increases the chance of generating a Wild Card when connecting stars and increases your base spell resistances.

Your hero gets 4 points to put into skills for each level and each skill has a different point cost to increase it's level based on the profession of your hero.

Spells allow your hero and your opponents to spend mana to affect the Battle Grid, defend themselves, directly damage their opponent, or cause Status Effects on themselves or their enemies. Each spell has a different mana cost, many requiring more than one mana type to cast.

Each profession has spells that are specific to that profession. This makes your choice of profession very important when it comes to the type of play style that you will adopt. For instance, Druids have spells focused on defense and healing, Knights have spells focused on experience and status effects, the Warrior's spells mostly do direct damage and affect the skulls on the Battle Grid, while the Wizard's spells mostly affect the Battle Grid and turn mana into life or status effects.

Spells can be resisted by the opponent based on their resistances to a specific mana type. If a spell requires more than one mana type to cast, it can be resisted by any resistances to those mana types.

Your hero begins the game with one spell and and will unlock more as they gain levels. They can also learn spells from captured enemies. For more information about learning spells from captured enemies see Spell Research on page 17.

You can change the spells that you have selected for your hero from the Hero Inventory. You can have up to six spells selected for your hero at once, with a seventh given to you by any mount you may have equipped. For more information about mounts, see the Mounts section on page 16.

EQUIPMENT

Equipment is the universal way for players to help even the odds with their opponents. This is how the hero can find combinations that match up not only with their choice of spells but also with their own personal play style. A hero can have one helm or crown, one piece of clothing or armor, one weapon and one item of miscellaneous equipment. Equipment can do everything from protecting against damage to giving you free mana. It can add to your resistances or skills or it can cause Status Effects on your enemy.

Choose your equipment wisely as it can make all the difference between losing a battle or winning one.

You can change the equipment that your hero has equipped by accessing the Magic Items section of the Hero Inventory. You can buy more equipment from the Shop found in most of the cities on the World Map or from the Shop option on the Single Player Menu. Most equipment has a requirement of some sort in order for your hero to be able to purchase it. This may be a level requirement or a specific skill level.

YOUR CITADEL

Your Citadel can be accessed from Bartonia and from any of the cities that you have already sieged. For more information about sieging cities, see the City Siege section on page 12. Your Citadel contains a number of buildings that you need to purchase before you can use them. These buildings include:

DUNGEON

The Dungeon unlocks the ability to capture enemies and holds enemies you've captured. For more information about capturing, see the Capturing Enemies section on page 15.

MAGE TOWER

The Mage Tower allows you to learn spells from captured enemies. For more information about learning spells from captured enemies, see the Spell Research section on page 17.

STABLE

The Stable allows you to train mounts that your hero can ride on. For more information on mounts, see the Mounts section on page 16.

FORGE

The Forge allows your hero to use Runes that they have acquired in order to craft unique items. For more information on crafting items see the Forging Items section on page 17.

SIEGE WORKSHOP

The Siege Workshop allows your hero to siege new cities, bringing them under your vassalage, allowing you access to your Citadel and providing you with a steady income. For more information on sieging cities, see the City Siege section on page 18.

TEMPLE

The Temple allows your hero the opportunity to donate money in exchange for increased skills and masteries. This is a great way to use extra gold that your hero has accumulated in order to get even higher skill ratings.

TOWERS

The Towers decrease the chances that a sieged city will revolt from being your vassal. This can be useful, especially when your empire of cities grows too large.

VAULT

The Vault increases the amount of money that a sieged city pays in tribute to your hero each month. This is especially useful when you have more than one city under your care.

STATUES

The Statues grant your hero the title of King or Queen and grant a one-time increase to your hero's morale.

RUMORS

Rumors are found in the local Tavern in the cities and are a good source of information about the world of Etheria, the people, and the events that are currently going on around your hero. Some Rumors are free while others will cost your hero some gold. You can view the rumors that you have found in the Rumors section of the Hero Inventory.

COMPANIONS

As your hero completes quests and makes in-game choices, other characters may decide to join you on your journey to find the source of troubles in the kingdoms of Etheria. These companions offer their assistance in battles against specific types of enemies which they are skilled against. Your hero can have up to 8 companions at one time and you can view the companions that your hero has available from the Companions section of the Hero Inventory. Here you can add or remove existing companions from your party. Certain in-game actions may cause your companions to leave your party and never return, while other actions cannot be completed with certain companions currently in your party.

If a companion is removed from your party, you will need to travel to their home city in order to find them again and re-add them to your party. When they are removed from your party, each companion will tell you where they will be waiting in order to re-add them to your party.

CAPTURING ENEMIES

Once you have purchased the Dungeon from your hero's Citadel (for more information, see the Your Citadel section on page 12) you are able to attempt to capture enemies that you have defeated in battle 3 times previously. When you encounter an enemy that you have defeated at least 3 times and you haven't captured yet, choose to Capture with the Touch Screen on the pre-battle dialog to enter the capture puzzle. Keep in mind that some enemies are essential to the story, so from time to time you will run into enemies that are unable to be captured.

Capture puzzles take place on the Battle Grid but do not follow the same rules as a typical battle. Instead, you are given a specific grid with a set layout of mana gems, skulls, stars and gold coins. The object is to clear the screen of all items on the grid in order to capture the enemy.

Once an enemy has been captured, you are able to learn a spell or two from them if you have purchased the Mage Tower from your hero's Citadel. For more information see the Spell Research section on page 17.

MOUNTS

To gain a mount for your hero, you first need to capture an enemy that can be mounted. To do this you need to purchase the Dungeon from your Citadel (for more information, see the Your Citadel section on page 12). After you have captured a mount you can equip them to your hero by selecting them from the Mounts area of your Hero Inventory.

Mounts offer your hero an additional spell during battle, an increase to your stats while riding them and will increase or decrease the amount of in-game time it takes to move from location to location on the World Map.

You can also train your mounts to increase their level and therefore increase your hero's stats further while riding them. To train your mounts, you need to purchase the Stable from your Citadel. After you do this, you will be able to increase the level of your mounts by battling an enemy with a time limit each turn. The higher the level you want to train your mount to be, the more difficult the enemy will be and the shorter the time limit will become for each turn of that battle!

When mounts become higher in level, they will start to allow you to avoid battles on the World Map. The level required to skip these battles varies by enemy, but you can usually tell by looking at the level of the enemy in the Choose Opponent menu for an idea of how much training you will have to give your chosen mount.

SPELL RESEARCH

In order to research spells, you need to have first purchased the Dungeon from your Citadel and captured an enemy. After that, you need to purchase the Mage Tower from your Citadel. Once you have done those three things, you can go to your Citadel and choose Research Spells. Here you will be asked to choose the spell that you want to research. Some spells are easy, some are moderate, some are difficult and some are exceedingly difficult. After selecting the spell that you want to research, you'll be taken to a Battle Grid that has special rules. To learn the spell, you need to collect all of the Mana that is required and you also need to collect a number of scrolls as well. Matching a 4 of a kind gives you double the effect of whatever was matched and generates a scroll. Matching a 5 of a kind generates 3x the effect of whatever was matched and generates 2 scrolls. A Heroic Effort clears the screen of all stars, coins and skulls. Each time you complete a category by meeting the mana requirements or getting all of the scrolls, the screen is cleared of all remaining gems of that color or the remaining scrolls on the board. The game will end if there are no moves left on the board and you will need to try researching the spell again.

FORGING ITEMS

Forging items allows you to create your own magic items for your hero to use. To forge items, you first need to purchase the Forge from your Citadel. You also need a number of Runes in order to forge an item. These Runes can be found all over the world of Etheria, you just need to search for them and when you find them, battle the Rune Keeper for them. You need three types of Runes in order to craft an item. First, you need a Base Rune. The Base Rune determines the type of item that will be crafted, whether it is a Dagger or a Helm for instance. The second type of Rune that you need is a Modifier Rune. The Modifier Rune affects the bonuses that the Base Rune gives as well as the bonuses given by the last type of Rune, the Power Rune. The Power Rune gives you the most effect over all and should be chosen wisely. The chosen Runes also determine the overall difficulty of the item to be crafted and much like researching spells, these items can range from easy to seemingly impossible.

The rules for forging items are different from the usual rules of battle and even different from researching spells. The only objective for forging items is to destroy as many Hammers and Anvils as necessary for the item that you are forging. Connecting a 4 of a kind results in the entire row or column being destroyed. Connecting a 5 of a kind results in all of the matched items on the board being destroyed. Getting a Heroic Effort results in a new Hammer and Anvil being created on the board. Any time that you connect or destroy a Hammer and Anvil, the board will be cleared and a new set of items will drop. The more difficult an item is to forge, the more Hammers and Anvils that you will need to destroy.

Your player can have a maximum of 5 Rune items at any given time.

CITY SIEGE

After you have purchased the Siege Workshop from your Citadel, you are able to Siege cities that you have found on the world map. Sieging cities is simply a battle against the city itself as the main opponent. Many of these cities have very high health ratings and spells that show their defensive capabilities. Successfully sieging a city makes it part of your growing empire. You are able to access your Citadel from a sieged city and you receive a tribute from your cities each month when you return to collect it. Be aware however, that cities will begin to revolt after some time and you will need to return to the city and re-siege it in order to make it part of your empire again.

Purchasing the Vaults from your Citadel increases the amount of money that each city pays in tribute and purchasing the Towers from your Citadel decreases the chances of a city revolting.

MULTIPLAYER

You can battle your hero against a friend's hero in Multiplayer using the Nintendo DS™ system's wireless capabilities. In order to do this, one player needs to create a game while the other player should join it. Each player requires their own Game Card to play.

The Host player will have the opportunity to set the game options for Turn Time Limit and allow or disallow game handicapping. Handicapping will allow a lower level hero to have their stats increased when fighting a hero that is of a higher level. Each player has access to their Hero Inventory to allow you to alter your equipment and mounts before heading into battle with your opponent.

The rules for a multiplayer battle are identical to those of a regular battle with the winner being determined by which hero reduces their opponent's life points to zero first.

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